

# QUICK REFERENCE CARD

#### TUSK

	MOVE NAME	KEY COMBINATION	NOTES
9.7	Web of Death	000+8	Linker & Parry Opener
PENER	Boot Kick	000 + Any Rick	QK, MK Linkers
	Skull Splitter	900 · R	
0	Bock Stab	00000 + QP	
	Conqueror	OOO + Any Punch	Гор-ир
	Fake Skull Splitter	000 + 0K	
	Air Double	000 + Kick	
	Throw	O+FK	
32	Reverse Throw	0 + FK	le on apparent's throw move
SPECIAL MOVES	Parry Move	O + Hold QP	
3	Pressure Move	0+FF	
3	Breaker	000 + 7/K	
8	Ultra Breaker	9-000000	Requires 6 Super Bar Blocks
	Mini-Ultra	00000 - 107	
	Ultra	00000 + MP	
	ULTIMATE	000+W/	
	O-Combo Ultimate	000000+182	
83	Super Boot Kick	0000+fK	Requires 3 Super Bor Blocks Linker
8	Super Web of Death	0000+P	Requires 3 Super Bor Blocks Linker
*	Shadow Move	0000+H	Requires 3 Super Bor Blocks
墨	Pillar of Flames	0000+W	Requires 4 Super Box Blocks
SUPER MOVES	Super Conqueror	0000000+FF	Requires 6 Super Box Blocks
	End Special 1	Book Stob + QP	
喜	End Special 2	Conqueror + FF	
IND SPECIALS	End Special 3	Skull Splitter + FIC	
3	End Special 4	Boot Kick + FK	
=	Find Special S	000-09	After first & Faders

## KIM WU

	MOVE NAME	KEY COMBINATION	NOTES
2	Tornada Kick	OOO + Any Kick	QK,MK Linker&MK Perry Opener
E	Firecracker	000 + MP, FP	MP Unker
8	Split Kick	000 + FK	
	Fake Split Kick	000 + MX	Pop-up
100	Fireflower	000+07	
	Air Fire	000+MP/FP	
	Air Torpedo	OOO + Any Punch	Must Jump
	Pop-up	OOO + Any Punch	Branda Mantala
	Air Double	OOO + Punch	
5	Roll	Top OO	
물	Throw	O+FP	
=	Reverse Throw	O+FP	In an opponent's throw move
PECIAL MOVE	Parry Move	O + Hold QP	
S	Pressure Move	O FX	
	Breaker	000 + P/K	
	Ultra Breaker Mini-Ultra	0000000+P	Requires & Super Bar Blocks
		000+QX	
	Ultro	000+0K	
		000000+0K	
	O-Combo Ultimate Super Tornado	0000000+NK	Requires 3 Super Bar Blocks Linker
5	Super Firerrocker	0000 + R	Requires 3 Super Bar Blocks Linker Requires 3 Super Bar Blocks Linker
율	Shadow Move	0000+IK	Requires 3 Super Box Blocks
85	Super Air Torpedo	OOOO + MP (Jump in Air)	Requires 4 Super Bor Blocks
SUPER MOV	Snop Dropon	0000000+17	Requires & Super Bar Blocks
	THE RESIDENCE OF THE PARTY OF T	Strefforer + OF	waden as a solver a causinary
=	End Special 1	Firetroker + CP Firetrocker + FP	
	End Special 2 End Special 3	Tornado Kirk + FK	
	End Special 4	Solit Kick + FK	
CE.	End Special 5	Spill tock + HL	After first 4 Enders
٠	the statem 3	300+MX	ADDR 1050 4 ENGELS

## FULGORE

	MOVE NAME	KEY COMBINATION	NOTES
*	Cyber Dash	000 + MK, FK	MX Linker, MK Parry Opener
1	Eye Loser	000 + MP, FP	MP Linker
	Lesar Storm	OOO + Any Punch	
	Fake Loser Storm	000 + QP	
	Eye Loser	OOO + FP, MP	
	Plasma Slice	OOO + Any Punch	Рор-ир
- 50	Electro Flect	OOO + Hold QK	
SPECIAL MOVES	Air Double	000 + Punch	
8 €	Parry Move	O + Hold QP	
■ 3	Pressure Move	OFF	
¥	Breaker	000 + P/K	CONTRACTOR OF THE PARTY OF THE
- 5	Ultra Breaker	0000000+17	Requires & Super Bar Blacks
	Mini-Ultra	000 + QP	
1940	Ultro	000+0K	
- 64	ULTIMATE	000000 + MK	
	0-Combo Ultimate	000000 + MP	
	Inviso	00000 + RL	Uses Super Power as you move
22	Lock On	00000 + QX	Requires 1 Super Bar Blacks
■ る	Triple Loser Storm	00000+09	After Lock On
SUPER MOVES	Air Eye Laser	000 + FP	Requires 1 Super Bar Blocks
<b>=</b> 2	Plasmaport	OOO + Any Punch/Kick	Requires 1 Super Bor Blocks
ᇙ	Super Bectro Rect	0000+0K	Requires 3 Super Bar Blocks Linker
	Super Cyber Dash	0000+H	Requires 3 Super Box Blocks Linker
100	End Special 1	Cyber Dash + FK	
- 3	End Special 2	Eya Losar + FP	
E E	End Special 3	Loser Storm + MP	
END SPECIALS	End Special 4	Plasma Slice + FP	
<b>3</b>	End Special 5	000 - 0	After first 4 Enders





	MUTE NA	RET COMBINATION	MAID
100	Laser Blade	000 + MP, FP	MP Linker
星	Windkick	OOO + Any Kirk	QK, MK Linkers, MK Parry Opener
OPENERS	Hinjo Slide	GOO + Any Kick	QK, MK Linkers
Post	Endokuken	OOO + Any Punch	
1975	Fake Endokuken	000+0K	
	Red Indokuken	Press FP 000 Release FP	
	Air Double	000 + Kick	
32	Throw	O+FP	
122	Reverse Throw	O+P	In an apparent's throw move
SPECIAL MOVES	Tiger Fury	OOO + Any Punch	Pop-up
3	Porry Move	O + Hold QP	
8	Pressure Move	OFK	
25	Brecker	000 + P/K	
6.0	Ultra Breaker	0000000 + IP	Requires & Super Bor Blocks
2	Mini-Ultro	900+0X	THE PARTY OF THE P
LE D	Ultra	000+0K	
50 出	ULTIMATE	000+FK	
	O-Combo Ultimate	000000 + MP	
80	Super Hinja Slide	0000+FK	Requires 3 Super Bor Blocks Linker
SUPER MOVES	Super Windkick	0000 + MX	Beggines 3 Super Bor Blocks Linker
#	Shadow Move	0000 + MK	Requires 3 Super Bar Blocks
00	Super Endokuken	00000+00	Requires 4 Super Bar Blocks
3	Super Tiger Fory	0000000 + FF	Requires 6 Super Bar Blocks
S	End Special 1	Windkick + FK	
크	End Special 2	Loser Blode + FP	
END SPECIALS	End Special 3	Tiger Fury + FP	
9	End Special 4	Endokuken + FF	
3	End Special 5	000 i NP	After first 4 Enders
-			

QP - MP - FP

Note: Please refer to your instruction booklet for more detailed information on Fighting Theory and Controller Functions.



MOVE NAME

Sovage Blades Flip Kick

Jungle Leap

Air Double

Reverse Throw

Pressure Move Breaker Ultra Breaker

Perry Move

Mini-Ultra Ultra ULTIMATE O-Combo Ultis Super Flip Kirk

Super Strage Stade Shadow Move Super Jungle Leap End Special 1 End Special 2

End Special 3

TI COMBO

Roller Coester Spinfet

Behind Bock

MOVE NAME

Throw

KEY COMBINATION

00 + RP 00 + MP 00 + MX

00 + FP

00 - R 00+00

0+17

Q+FP

O + Hold QP

000000 . RK Cobro Bite + QF Martis + FP Jungle Leap + FK Savage Leap + QK OO + QP

OO - Any Kick

#### GLACIUS

NOTES

Pop-up Linker & Porry Opener Linker

In an opponent's throw move

Requires 6 Super Bar Blocks

Requires 3 Super Bor Blocks Linker Requires 3 Super Bor Blocks Requires 3 Super Bor Blocks Requires 6 Super Bor Blocks

After first 4 Enders

Jump in Air

Pog-og

	MOVE NAME	KEY COMBINATION	NOTES
20	Cold Shoulder	000 - MP	Linker
OPENER	ley Grip	000 + QF	70-50 TO 100 TO
8	Liquidize & Uppercut	000 + MX	Linker & Parry Opener
	Liquidize In Air	OOO + Any Kick	Must Jump
13	Liquidine	000 + 0K	The Real Property lies and the least lies and the lies and the least lies and the least lies and the least lies and the least lies and the lies and the least lies an
9-9	Liquidize & Uppercut	GOO + MX, FK	Pop-up
500	Ice Lance	000+FF	Pop-up
100	Arctic Blast	OOQ + Any Punch	
500	Air Double	OOO + Any Kick	
ă.	Throw	O+17	
×	Reverse Throw	O+P	In an apparent's throw move
3	Parry Move	O + Hold QP	The second section is
SPECIAL MOVES	Pressure More	OR	The same of the sa
·**	Breaker	000 + P/K	
12.78	Ultra Breaker	000000+0	Requires & Super Box Blocks
3 4	Mini-Ultra	000 + 0K	
	Ulma	000 + 0K	
	ULTIMATE	000000+ME	The second second
40	O Combo Ultimote	000 - 0K	
80	Super Uppercut	0000+R	Requires 3 Super Bar Blocks Linker
5	Super Cold Shoulder	0000 + MP	Requires 3 Super Box Blocks Linker
=	Soper Liquidize & Uppercut	00000 - FK	Requires 3 Super Ber Blocks
SUPER MOVES	Super Arctic Blost	000000 + IP	Requires 4 Super Box Blocks
100	Arctic Slora	90 + 0000	Requires & Super Box Blocks
S	End Special 1	Iry Grip + QP	
END SPECIALS	End Special 2	Liquidize + FK	
3.5	End Special 3	ice Lonce + FP	
9	End Special 4	Arctic Blast + FP	
6	End Special 5	000+0K	After first 4 Enders

### B. ORCHID

	MOVE NAME	KEY COMBINATION	NOTES
2	Flik Flok	OOO + Amy Rick	QK,MK Linkers
OPFINERS	Ichi	000+W	Linker & Parry Opener
8	Tiger Slide	GOO + Any Kick	MK Linker
	Tonda Fire	OOO + Any Punch	
	Fake Tonto Fire	000 + QK	
	Son	000+FP	
	Air-Buster	OOO + Amy Kick	Pro-up
	Air Double	OOO + Any Kirk	
90	Throw	O+ FP	
S.	Reverse Throw	0+17	In an apponent's throw move
SPECIAL MOVES	Porry Move	O + Hold QP	
M	Pressure Move	Ofk	200
¥	Breaker	000+P/K	The same of the sa
2	Ultra Breaker	0000000-R	Requires 6 Super Bor Block
	Mini-Ultra	000+FP	The state of the s
	Ulira	000+0K	
	ULTIMATE	000000 + P	
	O-Combo Ultimate	000+MK	
netiff:	Super Ichi	0000 + IP	Requires 3 Super Bar Mocks, Li
48	Fire Cot	0000+WK	Requires 3 Super Bor Blocks, Li
ᄶᆂ	Super Flak	0000000-R	Requires 6 Super Bar Block
	End Special 1	Airbuster + FK	
END SPECIALS	End Special 2	Flik Flok + FK	
	End Special 3	Son + FP	100
0.8	End Special 4	Tiger Slide + QX	
盡	End Special 5	000 · 0P	After first 4 Enders





	MOVE NAME	KEY COMBINATION	NOTES
PENERS	Sobre Wheel	OO + MP	Einker
	Sobre Spin	OO + MX	Parry Opener
	Sobre Spin	OO + MX	Linker
0	Sobre Pounce	00 - P	Hold FP To Dalay Pounce
	Sobre Flip	GO+R	Рарыр
	Sobre Howl	OO + QP	Hold QP To Sustain Howl
	False Sobre How	OO+QK	
	Sobre Hop	Top 00 or 00	
19	Air Double	OO + Punch	
9	Parry Move	O + Hold QP	
SPECIAL MOVES	Pressure More	O+RK	
3	Breaker	00 + P/K	
35	Ultra Breaker	000000 + R	Regulares & Super Bor Blocks
	Mini-Ultro	00+QK	
	Oho	GO+0K	
	ULTIMATE	Hold Fit for 2 seconds and release	
	O-Combo Ultimate	Hold QP for 2 seconds and release	
22	Super Sobre Spin	000000+ME	Requires 3 Super Box Slocks Linker
8	Super Sabre Wheel	000000 - M7	Requires 3 Super Bor Blocks Linker
5	Sobre Fireboll	000000 + FF	Réquires 4 Super Bor Blacks
SUPER MOVES	Sobre Stomp	Jump in Air + 000000 + FF	Requires 4 Super Bar Blacks
3	Super Sobre Flip	000000-R	Requires 6 Super Bor Blocks
15	End Special 1	Sobra Spin + MK	The state of the later of the l
8	End Special 2	Sobre Flip + FK	
END SPECIALS	End Special 3	Sobre Pounce + FP	
0.0	End Special 4	Sobre Howl + QP	
盂	End Special 5	00 + 0x	After first 4 Enders





H	MOVE NAME	KEY COMBINATION	NOTES
*	SkeleSkewer	000 + MP	Linker
DPENERS	Florne Blade	000+17	Linker, Pop-up
8	Skull Scrope	0+R	Pop-up
	Skull Spear	In Air O + FIL	
	Soul Drain	000+01	
	Skull Dash	Top OO or	
	Skelepart	OOQ + Any Kick	Requires 1 Skull
	Power Deveur	O + Hold QP	
	1 Skull Summon	000 + NP	Requires 1 Super Box Block
52	All Skult Summon	000 + P	Requires 6 Super Bar Blocks
1	Searing Skall	OOO - Any Kick	Requires 1 Skull
至	Air Double	In Air O + Kick	
SPECIAL MOVES	Throw	0+R	
麗	Reverse Throw	0+18	In an apparent's throw move
US.	Pressure Move	98	The second secon
	Breaker	000 + P/K	
	Ultra Breaker	0000000-FK	Requires 6 Super Box Blocks
	Mini-Ultra	000+IF	THE RESERVE AND ADDRESS OF THE PERSON NAMED IN
	Ulira	000+8	
	ULTIMATE	90+00	
	O-Combo Ultimate	000000+0	
10	Super Skull Scrope	9000 + FK	Requires 3 Super Bot Blocks Links
8	Super Florer Blode	0000+MP	Requires 3 Super Box Blocks Links
=	Super Grim Reoper	9900000+FP	Requires 4 Super Bor Blocks
£	Searing Skull	0000000 - RK	Requires 6 Super Bar Blocks
3	Stunning Skull	9900000 · MK	Requires 4 Super Bor Blocks
in	End Special 1	Reverse SkeleSkewer + MP	
를	End Special 2	Skalegort + FK	
END SPECIALS SUPER MOVES	End Special 3	Skeleport + MK	
50	End Special 4	Skeleport + QK	
3	End Special 5	000+07	After first 4 Enders



KEY COMMANDATION

Pop-up Linker & Porry Opener

Pop-up Must Jump alto Linker

Рор-ир

Hold forward for 1 second Requires 3 Super Bor Blocks Links Requires 3 Super Bor Blocks Links Requires 3 Super Bor Blocks Requires 2 to 6 Super Bor Blocks Requires 6 Super Bor Blocks 000000 + RP 00000+MX Behind the Book + QK Powerlins + FP

IJ Stemor + MK

O Charge O + FK End Special 3 After first 4 Ender